Ages 4 and up.

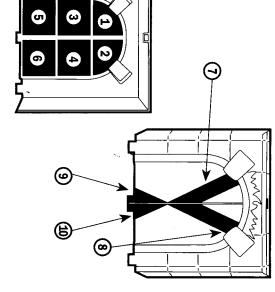
CHOKING HAZARD-Small parts. Not for children under 3 years.

WARNING:

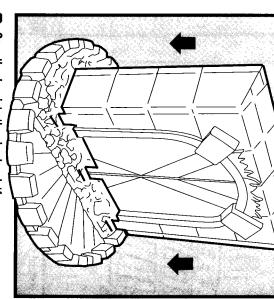
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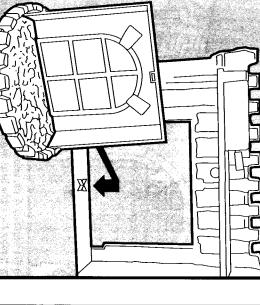
## **② Castle** Playset



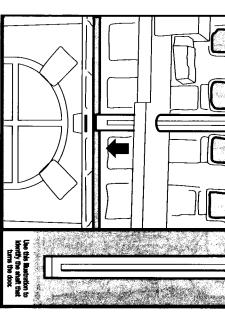
Apply labels to unassembled pieces using the numbers on the label sheet and these illustrations as a guide.



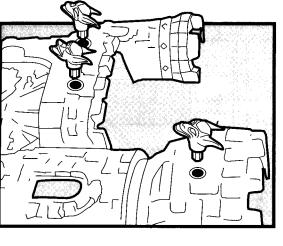
Snap the door into the circular platform.



Place the platform/door assembly onto the raised peg in the castle opening. When correctly positioned it should spin freely



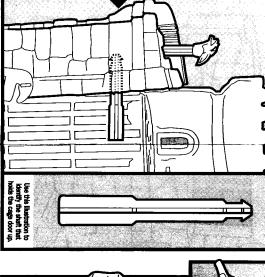
Attach a stone head (without post) to the shaft as shown Insert the shaft through the floor and into the top of the door. When you turn the shaft you turn the door.



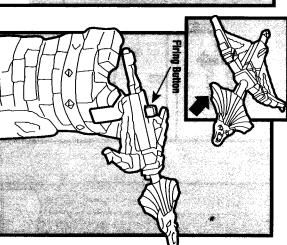
Place the stone head (with post) into the holes in the outside castle walls as shown.



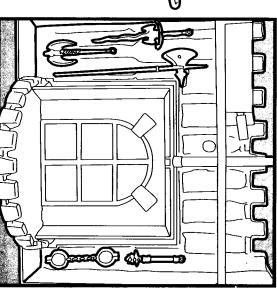
Place a stone head (without post) onto the gate latch as shown.



Insert shaft through the hole in the castle wall from the inside as shown. Attach a stone head (without post) onto the shaft.



The crossbow can be loaded as shown. Place it over the side of the turret walls Pull back on button to fire.



Pegs on the Inside of the castle walls allow you to display all of the weapons and cuffs.

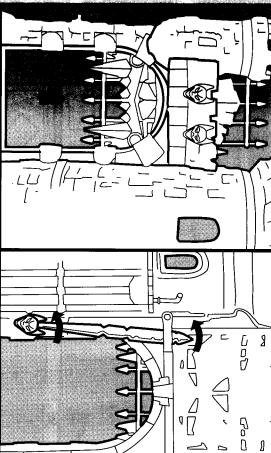


PLAY ACTION

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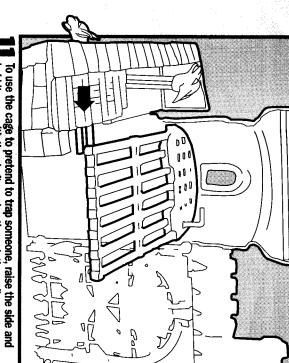
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Pawtucket, Rhode Island 02862. All Rights Reserved.

Made in Mexico

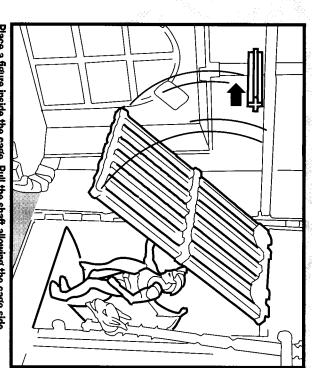


Raise the gate until it holds in the open position.

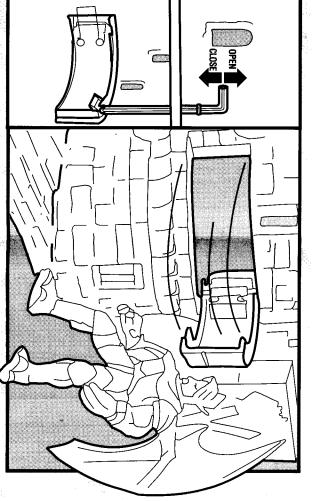
Move the latch in the direction of the arrow either from the top or by turning the stone head and the gate will fall and close.



To use the cage to pretend to trap someone, raise the side and hold it open with the shaft coming through the wall.

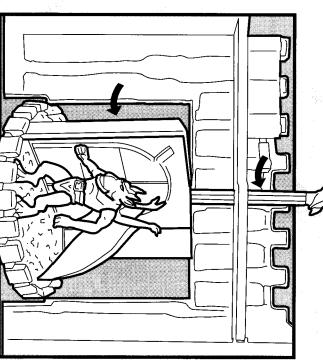


to fall and capture the figure. Place a figure inside the cage. Pull the shaft allowing the cage side



The surprise attack door is spring loaded. Set a figure near it and pull up on the release latch. The door opens and hits the figure. With the release latch in the up position, close the door Push the release latch down to hold the door closed.

Place a ligure on a foot peg on the catapult platform. Hit the limitable buildon and off it goes.



The revolving door can be turned around so a figure can come or go unexpectedly. Most Gargoyle figures fit through the revolving door.

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